



GREAT WYRM PATRON



A warlock subclass
from Sir House's lost notes

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New Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. Great Wyrm is available to a warlock in addition to the options offered in the *Player's Handbook*.

Great Wyrm

You made a pact with one of the strongest dragons in existence. Chromatic and metallic wyrms alike see people like you as an opportunity to display their power and remind foes of how fearsome they are. Such great wyrms include Iyrauroth, Dheubpurcwenpyl, Klauth, Iryklathagra, and Larendrammagar.

Expanded Spell List

The great wyrm patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GREAT WYRM EXPANDED SPELLS

Spell Level	Spells
1st	chaos bolt, jump
2nd	alter self, dragon's breath
3rd	elemental weapon, haste
4th	compulsion, phantasmal killer
5th	control winds, steel wind strike

Dragon Warrior

At 1st level, you gain proficiency with shields, medium armor, and one martial melee weapon of your choice. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Dragon Mount

Also at 1st level, your patron provides you with an echo of their power: a spectral dragon mount. The dragon mount uses the same game statistics of a Dragon Wyrmling of your patron dragon's color, except it shares your pool of Hit Points and Armor Class. It is bound to your soul, getting hurt, recovering, and dying as you do; likewise, you get hurt, recover, and die as it does.

You control the dragon mount in combat. It cannot fly or use its breath weapons and any damage it deals is halved. While the dragon mount is within 1 mile of you, you can communicate with it telepathically.

While mounted on your dragon mount, you can speak Draconic. You have resistance to the damage type to which it is immune. When you are subjected to an effect that forces both of you to make a saving throw, you can choose to treat yourself and the dragon mount as a single creature.

The dragon mount doesn't require food or sleep and becomes inert when you are asleep. It vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

As an action, you can call the dragon mount back to you—no matter where it is—and it reappears within 10 feet of you.

Dragon's Volley

At 6th level, any damage your dragon mount deals is no longer halved. It also gains the use of its Breath Weapon, but it uses half the normal amount of damage dice (rounded up) and it now recharges whenever you take a short or long rest.

You can also choose to change the damage type of your spells into the damage type to which your dragon mount is immune.

Draconic Fury

At 6th level, you also gain the ability to display your patron's might. As a bonus action while on your dragon mount, you can cause it grow one size larger. Your dragon mount gains a number of temporary hit points equal to your warlock level. Any damage that you would take can be redirected to your dragon mount, and vice versa.

Immediately after growing, creatures of your choice within 20 feet of your dragon mount must make a Wisdom saving throw against your spell save DC. On a failure, they are shaken by its presence and must use their reaction, if available, to move 15 feet away from your mount or as far away as possible. Your dragon mount can use this part of the feature as an action for the duration of its enlargement.

Your dragon mount maintains this size for 1 minute. When your dragon mount returns to its normal size, you cannot use this ability again until you take a short or long rest.

Draconic Might

At 10th level, your dragon mount now uses the same game statistics of a Young Dragon of your patron dragon's color, except it shares your pool of Hit Points and Armor Class. It can now fly. It cannot use its multiattack and its Breath Weapon still uses half the normal amount of damage dice.

Dragon

Starting at 14th level, you can use your Draconic Fury in a new way. As a bonus action while on your dragon mount, you can choose to merge with it instead and gain the following:

- temporary hit points equal to your warlock level
- +2 to your Strength ability modifier
- the effects of the *jump* and *feather fall* spells
- a single use of your dragon mount's breath weapon (at normal damage)

Additionally, whenever you make a successful attack against a creature, you can use your reaction to instill fear into their mind. It must make a Wisdom saving throw against your spell save DC or use its reaction, if available, to move 15 feet from you or as far away as possible.

After 1 minute, you return to normal and your dragon mount reappears within 10 feet of you. You cannot use Draconic Fury again until you take a long rest.



Other Types of Great Wyrms

The Great Wurm Warlock was designed around the metallic and chromatic dragons found in the *Monster Manual* for easy stat block reference. There are many other dragon types that exist beyond these; depending on your campaign, it may be best to utilize a wurm that fits the setting. This section will help to adjust the existing dragon stat blocks to be more appropriate for your Great Wurm patron.

Great Gem Wurm Adjustments

Gem dragons are fairly simple to convert from metallic dragons. The biggest differences are their neutral alignments and burrowing speeds replace swimming speeds.

Dragon	Base Dragon	Nature	Movement	Immunity	Breath Weapon	Second Breath Weapon
Amethyst	Silver	True neutral	Burrow 20 ft.	Force	Force damage	Blind 1 minute
Crystal	Brass	Chaotic neutral	—	Radiant	Radiant damage	Blind 1 minute
Emerald	Bronze	Lawful neutral	(Remove swimming speed) burrow 20 ft.	Thunder	Thunder damage	Frightened 1 minute
Obsidian	Gold	Chaotic neutral	(Remove swimming speed) burrow 40 ft.	—	—	None
Sapphire	Silver	Lawful neutral	Burrow 20 ft.	Psychic	Intelligence save, psychic damage	None
Topaz	Copper	Chaotic neutral	(Remove climbing speed) burrow 20 ft., swim 40 ft.	Necrotic	Necrotic damage	None

Lung Adjustments

Unlike most dragons, lungs do not use a breath weapon. They cast powerful magic instead. These conversions will replace the breath weapon with a spell that can be used once per short or long rest. Use the immunity for any additional attack damage.

Lung	Base Dragon	Nature	Movement	Immunity	Spell
Chiang lung	White	Lawful neutral	Remove burrowing speed	Cold	watery sphere
Li lung	Black	True neutral	—	Force	stone shape
Lung wang	Red	True neutral	(Remove climbing speed) Swim 40 ft.	Fire	freedom of movement
Pan lung	Red	Lawful neutral	(Remove climbing speed) Swim 40 ft.	Psychic	phantasmal killer
Shen lung	Green	Lawful neutral	—	Poison	ice storm
T'ien lung	Blue	Lawful neutral	(Remove burrowing speed) Swim 40 ft.	Lightning	fiery sphere
Tun mi lung	Blue	Neutral evil	(Remove burrowing speed) Swim 40 ft.	Cold	storm sphere
Yu lung	White	True neutral	Remove burrowing speed	None	mass healing word

Great Planar Wurm Adjustments

Dragons mutate radically the further they get from the material plane. Suggestions for adjustments based on the patron's origins are provided, but should be discussed in detail with the DM.

Origin	Base Dragon	Changes
Elemental Chaos	Chromatic	True neutral alignment
Feywild	Chromatic	Additional attack damage, immunity, and breath weapon adjusted to psychic damage
Shadowfell	Chromatic	Shadow dragon template in <i>Monster Manual</i>
Ethereal Plane	Lung	Force damage immunity, <i>blink</i> spell
Astral Plane	Lung	Psychic damage immunity, <i>greater invisibility</i> spell
Upper Outer Plane	Metallic	Attacks deal an additional 1d4 force damage to evil aligned targets
Lower Outer Plane	Metallic	Attacks deal an additional 1d4 force damage to good aligned targets
Lawful Outer Plane	Metallic	Attacks deal an additional 1d4 force damage to chaotically aligned targets
Chaotic Outer Plane	Metallic	Attacks deal an additional 1d4 force damage to lawfully aligned targets



Great Steel Wyrms Adjustments

The nature and abilities of steel dragons are wildly different from other metallic dragons. A great steel wyrm would most likely become the patron of the humanoid they choose as their soubond. This would provide the soubond the resources necessary to spread the wyrm's hoard across the world while they're experiencing The Reflection.

Use a silver dragon base with the following adjustments:

- replace its immunity with acid damage
- replace its breath weapon with the *polymorph* spell

As an action, the dragon mount can also freely change their appearance into that of a human knight. The statistics remain the same, except that the human is always medium size and you gain the benefits of being mounted on your dragon mount instead by being adjacent to them.

Dracolich Adjustments

A great wyrm that has become a dracolich makes for a fearsome patron. They may be using you to survey the landscape, or building you up to eventually hunt you down as a part of their sick game. Xavarathimius and Alasklerbanbastos were terrible dracolich wyrms that might make themselves known once more.

You can use any true dragon as your base, applying the dracolich template in the *Monster Manual* with the following adjustments:

- the dragon mount does not gain the Magic Resistance feature

Additionally, you gain the following:

- the damage resistance you receive while you are mounted on your dragon mount is poison
- in the Dragon's Volley ability, the damage type you can change your spell damage into is necrotic
- in the Dragoon ability, you lose the bonus to your Strength ability modifier
- in the Dragoon ability, you gain the Magic Resistance feature

Dragon Turtle Adjustments

Dragon turtles aren't true dragons but make for powerful patrons. Use a gold dragon base with the following adjustments:

- remove flying speed
- increase swimming speed by 40 ft.
- remove Weakening Breath
- the dragon mount's Fire Breath is unaffected by being underwater

Additionally, you gain the following:

- your AC increases by +1
- you can breathe underwater while mounted on your dragon mount
- in the Dragoon ability, you lose the effects of *jump* and *feather fall*
- in the Dragoon ability, your swimming speed is tripled
- in the Dragoon ability, you gain the ability to breathe underwater

I recall my last encounter with the great wyrm Klauth.

After exchanging formalities in which he referred to me as

Chicken Legs,

Old Crow (I am a wereraven, kindly),

Book Worm,

Loon,

Furry (I don't understand this one),

Tacky Dresser,

and Snowman (incredibly rude when you're only partially made of snow),

we proceeded to have an enjoyable lunch discussing literature.

When a dragon is so powerful that it fears no threat nor any waste of their time, they become very human-like. I'm not sure if that's an indictment of dragons or humans.

-V. Sir House of Barovia of Barovia